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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicants: Baerlocher, Anthony J., et al.
Appl. No.: 09/934,003
Conf. No.: 7783
Filed: August 20, 2001
Title: GAMING DEVICE HAVING PLAYER-SELECTABLE AWARD DIGITS
AND AWARD MODIFICATION OPTIONS
Art Unit: 3713
Examiner: Jones, Scott E.
Docket No.: 112300-722

Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

AFFIDAVIT OF DARREN MAYA UNDER 37 C.F.R. § 1.131

Sir:

I, Darren Maya, being duly sworn, hereby state:

1. I am employed by IGT as a video graphic artist for gaming devices.
2. I am one of the named inventors of the subject matter claimed in the above-identified patent application, I am generally familiar with the subject matter claimed in the above-identified patent application, and I am generally familiar with the inventions disclosed therein.
3. This invention was conceived on or before February 16, 2001.
4. An Invention Disclosure for this invention is attached as Exhibit A. This invention disclosure is dated February 16, 2001. This invention disclosure is unsigned but was sent by facsimile by the IGT Legal Department on March 23, 2001 as indicated on the bottom of the page.

5. Additionally, I produced certain graphics for the commercial application of the invention described in the above-identified application in the DEEP POCKETS gaming machine which was subsequently shown at the September 2001 gaming convention in Las Vegas, Nevada.

6. Specifically, I:

(a) produced the artwork for the DEEP POCKETS gaming machine shown in the attached Exhibit B at least as early as May 8, 2001, which included graphics identifying determining an amount of an award based on an order of numbers associated with an order a player selects positions for those numbers. The first page illustrates a first position selected by the player which is highlighted. The second page illustrates associating a three with the first position selected by the player. The third page illustrates a second position selected by the player which is highlighted. The fourth page illustrates associating a seven with the second position selected by the player. The fifth page illustrates associating a one with the remaining third position. The award provided to the player is, therefore, seven hundred thirty-one.

(b) used the Adobe Illustrator and PhotoShop software programs to create this artwork and to produce the file at the date and time set forth in the directory attached as Exhibit C, which includes the above mentioned artwork file, among other animation files:

<u>Name</u>	<u>Size</u>	<u>Type</u>	<u>Modified</u>
Deep Pockets Bonus	2,202kb	FLC File	5/8/2001 3:11 PM

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true, and further, I acknowledge that willful false statements and the like are punishable by fine or imprisonment, or both, under §1001 of Title 18 of the United States Code and may jeopardize the validity of the application or any patent issuing thereon.

FURTHER AFFIANT SAYETH NOT:

Signature

D. Maya

Name: Darren Maya

Date Signed

5-19-04

Address: 4591 VILLAGE GREEN PARKWAY
RENO, NV 89509

State of Nevada)

) SS.

County of Washoe)

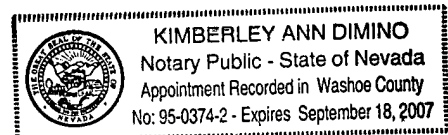
On this 19 day of May, 2004, before me, a notary public, in and for the aforementioned state and county, personally appeared the person whose name is subscribed to the foregoing instrument, and executed the foregoing instrument in my presence for the purpose contained therein, by signing his name hereto.

IN WITNESS WHEREOF, I hereto set my hand and official seal.

Date: 5-19-04

Kimberley Ann Dimino
Notary Public

My Commission Expires: 9-18-2007



P-593

Invention Disclosure

Title: Deep Pockets Bonus

Inventor: Anthony Brucher, Carl Brucher, Bob Silva, Darren Maya

Date of First Disclosure: 2/16/01

Brief Description of Invention:

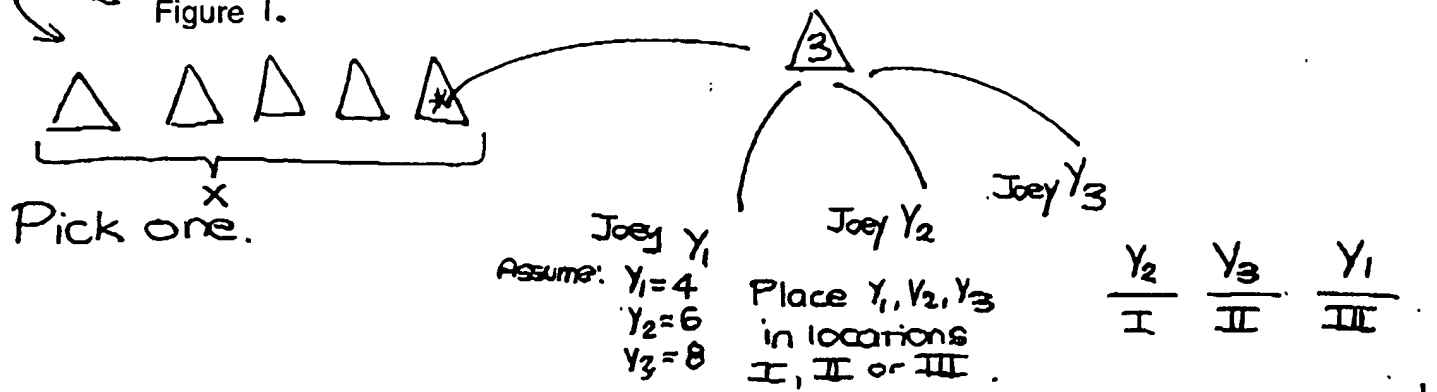
This is another bonus game that is activated by a predetermined event occurring in the primary game. When the bonus is activated, x number of kangaroos appear and the player is asked to select one. Upon selection of the kangaroo, a number y appears and this y number of joeys come out of the kangaroo.

The player is then asked to place these y joeys on one of the y locations, (See Figure) in the order that they desire. Once the joeys are placed, they reveal their numbers. The order of the numbers is the amount of bonus you receive. (See Figure) In alternate embodiment, one of the joeys could be a multiplier or another animal (and thus, it automatically reveals itself and is not part of the placement).

In another alternate embodiment, as the joeys are being placed or after they are revealed, a tazmanian devil appears and scrambles the numbers, thus changing the bonus amount. Or, after the numbers are revealed, the tazmanian devil appears and the player is given the option to the scramble the numbers.

Kangaroos

Figure 1.



Inventor Signature: _____

When revealed:

Date: _____

Witness: _____

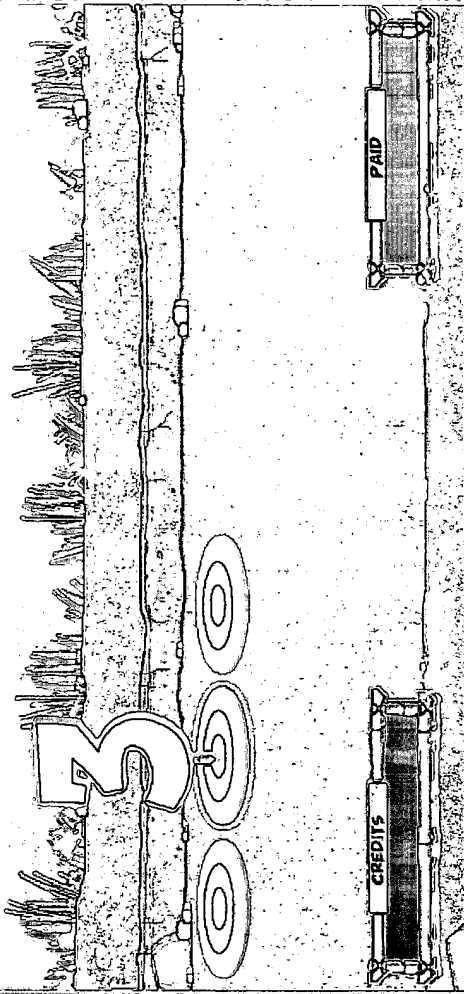
Second Witness: _____

6	8	4
I	II	III

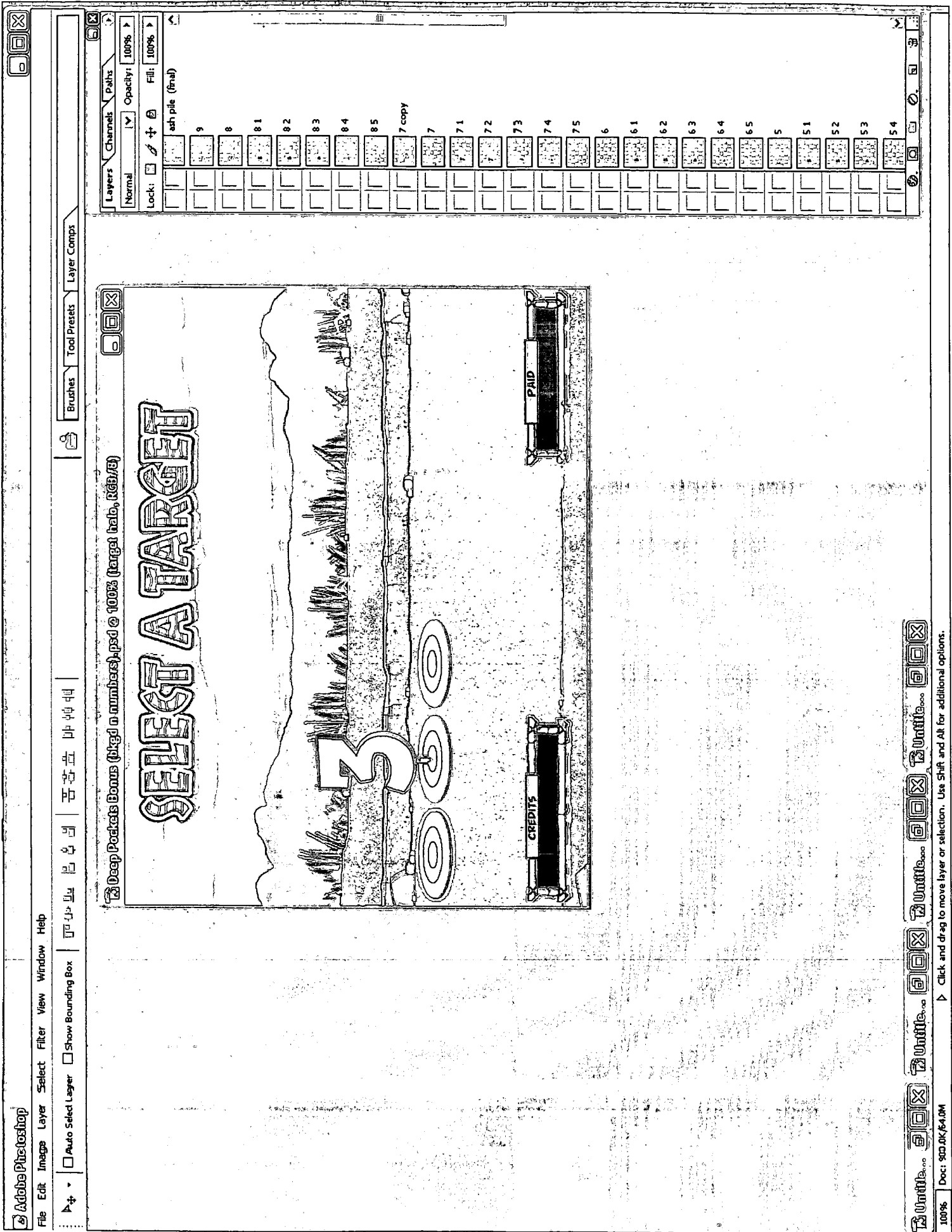
Bonus is
684 credits

Deep Pockets Bonus (pkgd in numbers).psd @ 100% (40 40 40 RGB)

SELECT A TARGET



Layers	Channels	Paths
Normal		Opacity: 87%
Lock: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Fill: 100%
<input type="checkbox"/>	<input type="checkbox"/>	65
<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	51
<input type="checkbox"/>	<input type="checkbox"/>	52
<input type="checkbox"/>	<input type="checkbox"/>	53
<input type="checkbox"/>	<input type="checkbox"/>	54
<input type="checkbox"/>	<input type="checkbox"/>	55
<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	41
<input type="checkbox"/>	<input type="checkbox"/>	42
<input type="checkbox"/>	<input type="checkbox"/>	43
<input type="checkbox"/>	<input type="checkbox"/>	44
<input type="checkbox"/>	<input type="checkbox"/>	45
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<input type="checkbox"/>	<input type="checkbox"/>	31
<input type="checkbox"/>	<input type="checkbox"/>	32
<input type="checkbox"/>	<input type="checkbox"/>	33
<input type="checkbox"/>	<input type="checkbox"/>	34
<input type="checkbox"/>	<input type="checkbox"/>	35
<input type="checkbox"/>	<input type="checkbox"/>	2
<input type="checkbox"/>	<input type="checkbox"/>	21
<input type="checkbox"/>	<input type="checkbox"/>	22
<input type="checkbox"/>	<input type="checkbox"/>	23
<input type="checkbox"/>	<input type="checkbox"/>	24
<input type="checkbox"/>	<input type="checkbox"/>	25



Deep Pockets Bonus (pkgd n numbers).psd @ 100% (target halo, RGB/8)

SELECT A TARGET

3

CREDITS

PAID

Layers	Channels	Paths
Normal	▼	Opacity: 100%
Lock:		Fill: 100%
	ash pile (final)	
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	84	
	85	
	7 copy	
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	63	
	64	
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	51	
	52	
	53	
	54	

Untitled... Untitled... Untitled... Untitled... Untitled...

File and Folder Tasks

- Rename this file
- Move this file
- Copy this file
- Publish this file to the Web
- E-mail this file
- Print this file
- Delete this file

Other Places

- target_bonus
- My Documents
- My Computer
- My Network Places

Details

Deep Pockets Bonus (bkgrd n numbers).psd

Adobe Photoshop Image

Date Modified: Tuesday, May 08, 2001 3:11 PM

Size: 2.14 MB

Name	Size	Type	Date Modified
target_bonus	2,878 KB	Adobe Photoshop I...	12/20/2001 3:36 PM
attract dp bonus.psd	64 KB	Adobe Photoshop I...	12/14/2001 11:52 AM
attract outback font.psd	3,230 KB	Adobe Photoshop I...	12/17/2001 9:59 AM
attract screen basegame2.psd	1,668 KB	Adobe Photoshop I...	12/19/2001 7:41 PM
attract screen basegame.psd	1,733 KB	Adobe Photoshop I...	1/14/2002 3:00 PM
attract screen outback.psd	1,661 KB	Adobe Photoshop I...	5/31/2001 2:08 PM
Deep pockets (on-reel prompts).psd	2,202 KB	Adobe Photoshop I...	5/8/2001 3:11 PM
Deep Pockets Bonus (bkgrd n numbers).psd	4,970 KB	Adobe Photoshop I...	5/11/2001 3:30 PM
Deep Pockets Bonus (bomb anim).psd	2,248 KB	Adobe Photoshop I...	6/13/2001 10:45 AM
Deep Pockets Bonus (boomerang pickup) FOR CARL.psd	2,654 KB	Adobe Photoshop I...	5/8/2001 1:46 PM
Deep Pockets Bonus (help and buttons).psd	5,309 KB	Adobe Photoshop I...	8/7/2001 2:24 PM
Deep Pockets Bonus (spinning numbers wking 2).psd	4,709 KB	Adobe Photoshop I...	6/26/2001 9:52 AM
DP Bonus (dropping da bomb).psd	2,420 KB	Adobe Photoshop I...	6/8/2001 5:02 PM
DP Bonus (idle).psd	3,904 KB	Adobe Photoshop I...	6/20/2001 4:34 PM
DP Bonus (pulling taz).psd	2,964 KB	Adobe Photoshop I...	6/7/2001 5:25 AM
DP Bonus (reaching in pouch).psd	3,215 KB	Adobe Photoshop I...	6/29/2001 8:50 AM
DP Bonus (throwing boomerang).psd	3,719 KB	Adobe Photoshop I...	6/7/2001 5:56 AM
DP Bonus (throwing target).psd	2,868 KB	Adobe Photoshop I...	6/7/2001 6:01 AM
DP Bonus (tossing motion).psd	3,596 KB	Adobe Photoshop I...	8/3/2001 9:43 AM
Kang Pouch Pull.psd	1,291 KB	Adobe Photoshop I...	7/28/2003 1:25 PM
MD3_Bonus (mult numbers).psd	1,439 KB	Adobe Photoshop I...	12/3/2001 3:32 PM
new win or modify.psd	3,604 KB	Adobe Photoshop I...	8/13/2001 4:54 PM
ROO & RABBIT.psd	3,081 KB	Adobe Photoshop I...	8/14/2001 2:24 PM
Roo_anvil.psd	3,062 KB	Adobe Photoshop I...	8/14/2001 2:24 PM
Roo_armadillo.psd	3,102 KB	Adobe Photoshop I...	8/14/2001 2:24 PM
Roo_bag.psd	2,982 KB	Adobe Photoshop I...	8/14/2001 2:23 PM
Roo_hat.psd	2,982 KB	Adobe Photoshop I...	8/14/2001 2:23 PM
Roo_horn.psd	2,967 KB	Adobe Photoshop I...	8/14/2001 2:22 PM
Roo_pie.psd	3,634 KB	Adobe Photoshop I...	8/14/2001 2:22 PM
Roo_sink.psd	3,139 KB	Adobe Photoshop I...	8/14/2001 2:21 PM
Roo_suitcase.psd	2,886 KB	Adobe Photoshop I...	8/14/2001 2:20 PM
Roo_tv.psd			